SHUBHAM BAJPAI

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ACADEMIC DETAILS

2017 - *cont.*	**Master of Technology** in Information Technology *International Institute of Information Technology* Bangalore, Karnataka CGPA - 3.28/4.0 *(till 2nd semester)*
2013 - 2017	**Bachelor of Technology** in Computer Science & Engineering *Shri Shanakaracharya College Of Engineering and Technology* Bhilai, Chhattisgarh % marks : 80.9
2012	**12th** (Science) *Holy Cross Sen. Sec. School, Kapa, Raipur* % marks : 72.2
2010	**10th** *Holy Cross Sen. Sec. School, Kapa, Raipur* % marks : 82.0

EXPERIENCE

- **ClearTax India- Intern** *(May 2018 - July 2018)*
  - Worked as a *Software engineering Backend Intern* in Marketplace team.
  - My work included developing new features like credit note service, leads services, adding reminder feature for follow up, report cron jobs service and many more along-with handling on call issues related to orders in marketplace.

PROJECTS

- **Indian Railways Route Optimization and Scheduling**
  - *Objective*: The railway timetabling problem is to find a conflict free schedule for a set of trains in a given railway network satisfying some constraints. We deal with large scale railway network at the scale of Indian Railways. Indian Railways poses a computational challenge for finding an optimal schedule.
  - *Technologies & Tools*: Gurobi, GurobiPy, Constraint Database.
  - *Programming Language*: Python
  - *Role Played*: Backend development of optimization strategy and developing Algorithm.

  Guide : Prof. G.N.S. Prasanna (January, 2018 - July, 2018)
- **User Engagement Model (Videoken Software Pvt. Ltd.)**
  - *Objective*: To develop a model for classification of users based on their visiting pattern and activities on the platform and send relevant nudges to boost user engagement on platform.
  - *Technologies & Tools*: Machine Learning, PyCharm, SciKit, NumPy, MatPlotLib.
  - *Programming Language* : Python3
  - *Role Played*: User classification based on the log data over a span of 4 months.

  Guide : Prof. Manish Gupta (*Founder Videoken*) (January, 2018 - June, 2018)
- **Programming Language Skroth and Interpreter Valyria**
  - *Objective*: Developing an experimental programming language inspired by "Game Of Thrones" and the syntax derived from quotes and phrases of the book series "The Song of Ice and Fire".
  - *Technologies & Tools*: Net Beans, Swing.
  - *Programming Language* : Java
  - *Role Played*: Backend Development of interpreter.

  Guide : Prof. Rohit Raja (January, 2017 - June, 2017)

- **Crime Based Grading and Mapping Safe Zones**
  - *Objective*: Finding safe zones geographically based on previous crime data of a region and plotting a safety level map so as to classify unsafe zones and safe zones in a city.
  - *Technologies & Tools*: IntelliJ IDEA, geoCoding, RColorBrewer, Data Layer
  - *Programming Language* : Java Script, Java
  - *Role Played*: Developing algorithm for classification and formulating problem.

  Guide : Prof. Rajgopalan (January, 2018 - May, 2018)
- **Digital Trainer Kit**
  - *Objective*: Designing a digital trainer kit for simulating various digital circuits like bit comparator and multiplexer for understanding basic digital circuits. Project was sponsored by SSCET, Bhilai and is in use at digital electronics lab.

  Guide : Prof. Akanksha Choubey (January, 2014 - October, 2014)

SKILLS & ABILITIES

Programming languages	C++, Java*(*Working knowledge), Python*(*Working knowledge)
Query Languages	CQL, SQL, HQL
Tools Libraries & Frameworks	Net Beans, Eclipse, Gurobi, PyCharm, Scikit, Intellij IDEA, Drop Wizard, Hibernate, Maven, GurobiPy.
Professional Skills	Machine Learning, GIS, Optimization and Cognitive Systems.

ACHIEVEMENTS

- Secured **1087** in *gate 2018*.
- Secured **937** in *gate 2017*.
- Secured **36** All India Rank in *JEST 2017*.
- Secured **753** in *CodeVita 2016*.
- Event Head*(Technical)* of techno-cultural fest Samvid 2016.
- Secured 1st Rank n zonal Robotics Competition 2013 held in association with IISC Bengaluru.
- Secured **517** in *CGPET 2013*.
- Secured **1010** in *CGPET 2012*.
- Hackerrank rank 2692* and **96 percentile O(logn)** in algorithms.